



Leah Jillissen

Programmer / Artist / Game Developer

About Me

I am A student at Hanze who is passionate about solving new problems. I have worked on various open source projects. I have picked up various skills over the years but am most proficient in programming.

Projects

Fediverse Social Media Projects - (2024 - Now)

The fediverse is a bunch of different social media sites that are connected. I worked on the software for various Misskey forks. This involved working with the [Activitypub spec](#), [Vue](#), [Typescript](#), [CSS](#), [Node](#), [Postgresql](#), and more!

Aether Engine - (2021 - 2024)

Aether Engine is a zero dependency game engine written in [HTML](#) & [Javascript](#) over covid that runs in the browser.

The Orbetorian - (2019 - 2021)

The Orbetorian is a fully procedural pixel art side scroller sandbox game where the enemies, items, and just about everything is procedural. It was written by a friend and me in [Java](#) using a custom engine.

My Blog - (2024 - Now)









My blog is written with Hugo. It started off with a template but since then ive been extending it using [HTML](#) and [Js](#), and the [Go template language](#). I also wrote a custom view counter [API using Rust](#), and got that running with [Docker](#).

Contact

 portfolio.leahdevs.xyz

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Skills

- Programming 
- Web Design 
- 3D Art 
- UI 
- Git 
- Microsoft Suite 
- Self Starter 
- Scrum 

[TS](#) [Vue](#) [Svelte](#) [Node](#) [Java](#) [C#](#) [Lua](#)

And more...

Education

- Hanzehogeschool
(2024 - now)

Certifications

- Java SE 8 Programmer I
(1Z0-808) - Oracle
- M220JS: MongoDB for JavaScript
Developers - MongoDB